Amendments to the Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A method for rendering a graphical user interface (GUI), comprising:

providing for the representation of the GUI as a desktop object and a set of objects wherein the objects are organized in a logical hierarchy and the desktop object contains one or more personalized views of one or more portals;

associating a theme with a first object in the set of objects;

rendering the first object according to the theme;

rendering any descendents of the first object according to the theme;

wherein any descendents of the first object can override the theme; and

wherein one of the set of objects can communicate with another of the set of objects.

2. (Original) The method of claim 1 wherein:

one of the set of objects can respond to an event raised by another of the set of objects.

3. (Original) The method of claim 1 wherein:

a control can have an interchangeable persistence mechanism.

4. (Original) The method of claim 1 wherein:

a control can have an interchangeable rendering mechanism.

5. (Original) The method of claim 1, further comprising:

accepting a request.

6. (Original) The method of claim 5 wherein:

the request in a hypertext transfer protocol (HTTP) request.

7. (Original) The method of claim 5 wherein:

the request originates from a Web browser.

8. (Original) The method of claim 1, further comprising:

generating a response.

9. (Original) The method of claim 1 wherein:

an object can represent one of: button, text field, menu, table, window, window control,

title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head,

body, header, footer, book, page, layout, placeholder, portlet and toggle button.

10. (Original) The method of claim 1 wherein:

associating the theme with the first object can occur when the first object is rendered.

11. (Original) The method of claim 1 wherein:

the first object inherits the theme from a parent object.

12. (Original) The method of claim 1 wherein:

the theme specifies the appearance and/or functioning of an object in the GUI.

13. (Original) The method of claim 1 wherein:

rendering the first object according to the theme can be accomplished in parallel with

rendering of other objects.

14. (Original) The method of claim 1 wherein:

the theme can be specified in whole or in part by a properties file.

15. (Original) The method of claim 14 wherein:

the properties file can include at least one of: 1) cascading style sheet; 2) Java Server

Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible

Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

16. (Original) The method of claim 14 wherein:

the properties file can specify at least one image.

17. (Original) The method of claim 1 wherein:

the GUI is part of a portal on the World Wide Web.

18. (Currently Amended)   A method for rendering a graphical user interface (GUI), comprising:

accepting a request;

mapping the request to <u>a desktop object and</u> a set of objects that represent the GUI, and wherein the objects are organized in a logical hierarchy <u>and the desktop object contains one or more personalized views of one or more portals</u>;

associating a theme with a first object in the set of objects;

rendering the first object according to the theme;

rendering any descendents of the first object according to the theme; and

wherein any descendents of the first object can override the theme.

19. (Original) The method of claim 18 wherein:

the request in a hypertext transfer protocol (HTTP) request.

20. (Original) The method of claim 18 wherein:

the request originates from a Web browser.

21. (Original) The method of claim 18, further comprising:

generating a response.

22. (Original) The method of claim 1 wherein:

one of the set of objects can respond to an event raised by another of the set of objects.

23. (Original) The method of claim 1 wherein:

> a control can have an interchangeable persistence mechanism.

24. (Original) The method of claim 1 wherein:

> a control can have an interchangeable rendering mechanism.

25. (Original) The method of claim 18 wherein:

> an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

26. (Original) The method of claim 18 wherein:

> associating a theme with the first object can occur when the first object is rendered.

27. (Original) The method of claim 18 wherein:

> the first object inherits the theme from a parent object.

28. (Original) The method of claim 18 wherein:

> the theme specifies the appearance and/or functioning of an object in the GUI.

29. (Original) The method of claim 18 wherein:

> rendering the first object according to the theme can be accomplished in parallel with rendering of other objects.

30. (Original) The method of claim 18 wherein:

      the theme can be specified in whole or in part by a properties file.

31. (Original) The method of claim 30 wherein:

      the properties file can include at least one of: 1) cascading style sheet; 2) Java Server

Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible

Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

32. (Original) The method of claim 30 wherein:

      the properties file can specify at least one image.

33. (Original) The method of claim 18 wherein:

      the GUI is part of a portal on the World Wide Web.

34. (Currently Amended)   A method for rendering a graphical user interface (GUI),
comprising:

      providing for the representation of the GUI as <u>a desktop object and </u>a plurality of objects

wherein the objects are organized in a logical hierarchy <u>and the desktop object contains one or</u>

<u>more personalized views of one or more portals</u>;

      associating a first theme with a first object in the plurality of objects;

      rendering the first object according to the first theme;

      associating a second theme with a second object in the plurality of objects;

rendering the second object according to the second theme; and

wherein the second object is a descendant of the first object.

35. (Original) The method of claim 34, further comprising:

accepting a request.

36. (Original) The method of claim 35 wherein:

the request in a hypertext transfer protocol (HTTP) request.

37. (Original) The method of claim 35 wherein:

the request originates from a Web browser.

38. (Original) The method of claim 34, further comprising:

generating a response.

39. (Original) The method of claim 1 wherein:

the first object can respond to an event raised by the second object.

40. (Original) The method of claim 1 wherein:

an object can have an interchangeable persistence mechanism.

41. (Original) The method of claim 1 wherein:

an object can have an interchangeable rendering mechanism.

42. (Original) The method of claim 34 wherein:

an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

43. (Original) The method of claim 34 wherein:

the first object inherits the first theme from a parent object.

44. (Original) The method of claim 34 wherein:

the first theme specifies the appearance and/or functioning of the first object in the GUI.

45. (Original) The method of claim 34 wherein:

the rendering the first object can be accomplished in parallel with the rendering of the second object.

46. (Original) The method of claim 34 wherein:

a theme can be specified in whole or in part by a properties file.

47. (Original) The method of claim 46 wherein:

the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

48. (Original) The method of claim 46 wherein:

the properties file can specify at least one image.

49. (Original) The method of claim 34 wherein:

the GUI is part of a portal on the World Wide Web.

50. (Currently Amended)   A machine readable medium having instructions stored thereon that when executed by a processor cause a system to:

provide for the representation of the GUI as a desktop object and a set of objects wherein the objects are organized in a logical hierarchy and the desktop object contains one or more personalized views of one or more portals;

associate theme with a first object in the set of objects;

render the first object according to the theme;

render any descendents of the first object according to the theme;

wherein any descendents of the first object can override the theme; and

wherein one of the set of objects can communicate with another of the set of objects.

51. (Original) The machine readable medium of claim 50 wherein:

one of the set of objects can respond to an event raised by another of the set of objects.

52. (Original) The machine readable medium of claim 50 wherein:

a control can have an interchangeable persistence mechanism.

53. (Original) The machine readable medium of claim 50 wherein:

       a control can have an interchangeable rendering mechanism.

54. (Original) The machine readable medium of claim 50, further comprising instructions that when executed cause the system to:

       accept a request.

55. (Original) The machine readable medium of claim 54 wherein:

       the request in a hypertext transfer protocol (HTTP) request.

56. (Original) The machine readable medium of claim 54 wherein:

       the request originates from a Web browser.

57. (Original) The machine readable medium of claim 50, further comprising instructions that when executed cause the system to:

       generate a response.

58. (Original) The machine readable medium of claim 50 wherein:

       an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button.

59. (Original) The machine readable medium of claim 50 wherein:

associating the theme with the first object can occur when the first object is rendered.

60. (Original) The machine readable medium of claim 50 wherein:

the first object inherits the theme from a parent object.

61. (Original) The machine readable medium of claim 50 wherein:

the theme specifies the appearance and/or functioning of an object in the GUI.

62. (Original) The machine readable medium of claim 50 wherein:

rendering the first object according to the theme can be accomplished in parallel with

rendering of other objects.

63. (Original) The machine readable medium of claim 50 wherein:

the theme can be specified in whole or in part by a properties file.

64. (Original) The machine readable medium of claim 63 wherein:

the properties file can include at least one of: 1) cascading style sheet; 2) Java Server

Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible

Hypertext Markup Language; 7) JavaScript; and 8) Flash MX.

65. (Original) The machine readable medium of claim 63 wherein:

the properties file can specify at least one image.

66. (Original) The machine readable medium of claim 50 wherein:

the GUI is part of a portal on the World Wide Web.

67. (Canceled).